* People who get so angry and blinded they do stupid things
* “that could never happen to me”

Biases in order of complexity of demonstration

<https://en.wikipedia.org/wiki/List_of_cognitive_biases>

Singular example: decision making

* Anchoring
* Personification
* Attentional bias
* Availability heuristic/ cascade
* Base rate fallacy
* Ben franklin effect
* Clustering illusion
* Conjunction fallacy
* Continued influence effect
* Contrast effect
* Courtesy bias
* Curse of knowledge
* Decoy effect
* Denomination effect
* Disposition effect
* Distinction bias
* Duration neglect
* Endowment effect
* Expectation bias
* Focusing effect
* Functional fixedness
* Gambler’s fallacy
* Hyperbolic discounting
* IKEA effect
* Illusory truth effect
* Impact bias
* Information bias
* Law of the instrument
* Loss aversion
* Mere exposure effect
* [Negativity bias](https://en.wikipedia.org/wiki/Negativity_bias)
* [Not invented here](https://en.wikipedia.org/wiki/Not_invented_here)
* [Optimism bias](https://en.wikipedia.org/wiki/Optimism_bias)
* [Overconfidence effect](https://en.wikipedia.org/wiki/Overconfidence_effect)
* [Pessimism bias](https://en.wikipedia.org/wiki/Pessimism_bias)
* [Post-purchase rationalization](https://en.wikipedia.org/wiki/Post-purchase_rationalization)
* [Projection bias](https://en.wikipedia.org/wiki/Projection_bias)
* [Pseudocertainty effect](https://en.wikipedia.org/wiki/Pseudocertainty_effect)
* [Reactance](https://en.wikipedia.org/wiki/Reactance_(psychology))\*
* [Reactive devaluation](https://en.wikipedia.org/wiki/Reactive_devaluation)\*
* [Recency illusion](https://en.wikipedia.org/wiki/Recency_illusion)\*
* Regressive bias\*
* [Restraint bias](https://en.wikipedia.org/wiki/Restraint_bias)\*
* [Rhyme as reason effect](https://en.wikipedia.org/wiki/Rhyme_as_reason_effect)\*
* [Risk compensation](https://en.wikipedia.org/wiki/Risk_compensation)\*
* [Stereotyping](https://en.wikipedia.org/wiki/Stereotyping)\*
* [Subjective validation](https://en.wikipedia.org/wiki/Subjective_validation)\*
* [Survivorship bias](https://en.wikipedia.org/wiki/Survivorship_bias)\*
* [Time-saving bias](https://en.wikipedia.org/wiki/Time-saving_bias)\*
* Unit bias\*
* [Weber–Fechner law](https://en.wikipedia.org/wiki/Weber%E2%80%93Fechner_law)\*
* [Zero-risk bias](https://en.wikipedia.org/wiki/Zero-risk_bias)\*
* Zero-sum heuristic\*

Need recurring examples: decision making

* Ambiguity effect
* Automation bias
* Backfire effect
* Bandwagon effect
* Belief bias
* Bias blind spot
* Cheerleader effect
* Choice-supportive bias
* Confirmation bias
* Congruence bias
* Conservatism
* Declinism
* Dunning-Kruger effect
* Empathy gap
* Exaggerated expectation
* Forer effect
* Framing effect
* Frequency illusion
* Hard-easy effect
* Hindsight bias
* Hot hand fallacy
* Identifiable victim effect
* Illusion of control
* Illusion of validity
* Illusory correlation
* Insensitivity to sample size
* Irrational escalation
* Less is better effect
* Money illusion
* Moral credential effect
* [Neglect of probability](https://en.wikipedia.org/wiki/Neglect_of_probability)
* [Normalcy bias](https://en.wikipedia.org/wiki/Normalcy_bias)
* [Observer-expectancy effect](https://en.wikipedia.org/wiki/Observer-expectancy_effect)
* [Omission bias](https://en.wikipedia.org/wiki/Omission_bias)
* [Ostrich effect](https://en.wikipedia.org/wiki/Ostrich_effect)
* [Outcome bias](https://en.wikipedia.org/wiki/Outcome_bias)
* [Pareidolia](https://en.wikipedia.org/wiki/Pareidolia)
* [Planning fallacy](https://en.wikipedia.org/wiki/Planning_fallacy)
* [Pro-innovation bias](https://en.wikipedia.org/wiki/Pro-innovation_bias)\*
* [Selective perception](https://en.wikipedia.org/wiki/Selective_perception)\*
* [Semmelweis reflex](https://en.wikipedia.org/wiki/Semmelweis_reflex)\*
* [Social comparison bias](https://en.wikipedia.org/wiki/Social_comparison_bias)\*
* [Social desirability bias](https://en.wikipedia.org/wiki/Social_desirability_bias)\*
* [Status quo bias](https://en.wikipedia.org/wiki/Status_quo_bias)\*
* [Subadditivity effect](https://en.wikipedia.org/wiki/Subadditivity_effect)\*
* [Third-person effect](https://en.wikipedia.org/wiki/Third-person_effect)\*
* [Triviality / Parkinson's Law of](https://en.wikipedia.org/wiki/Law_of_triviality)\*
* [Well travelled road effect](https://en.wikipedia.org/wiki/Well_travelled_road_effect)